

RECORDING  
DIRECTION  
→

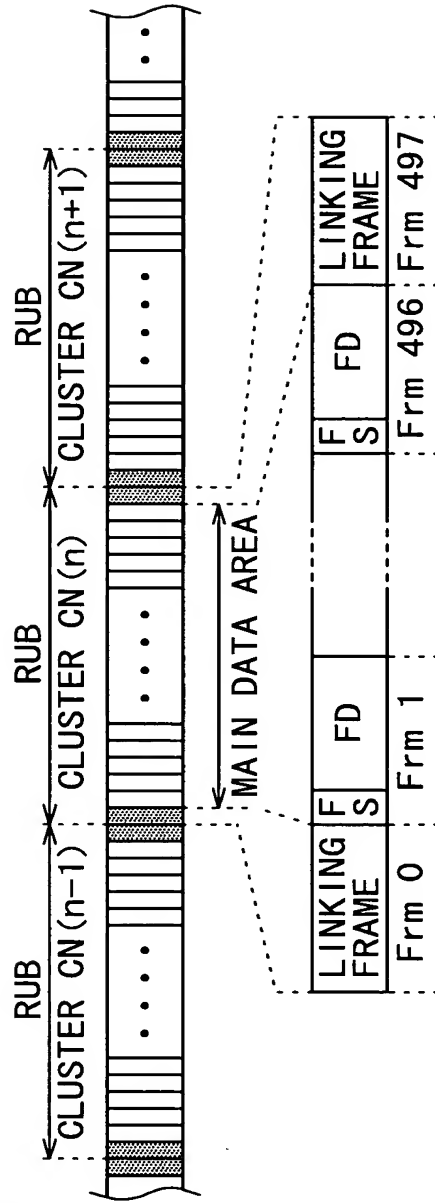


FIG. 1 A

FIG. 1 B

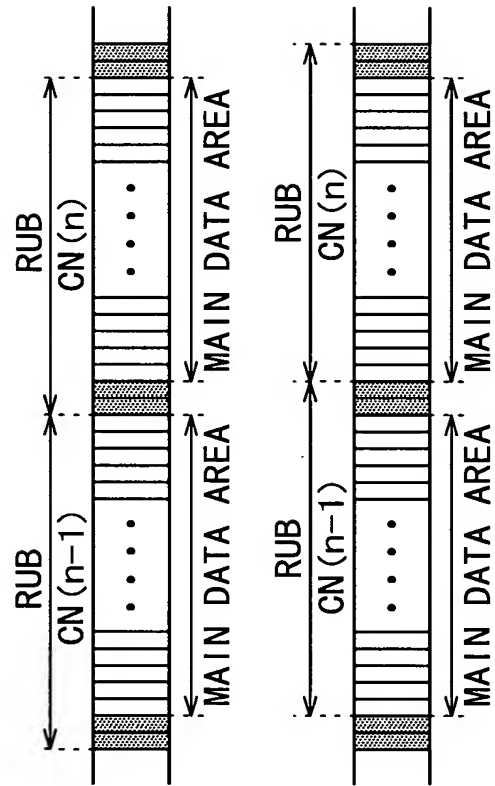
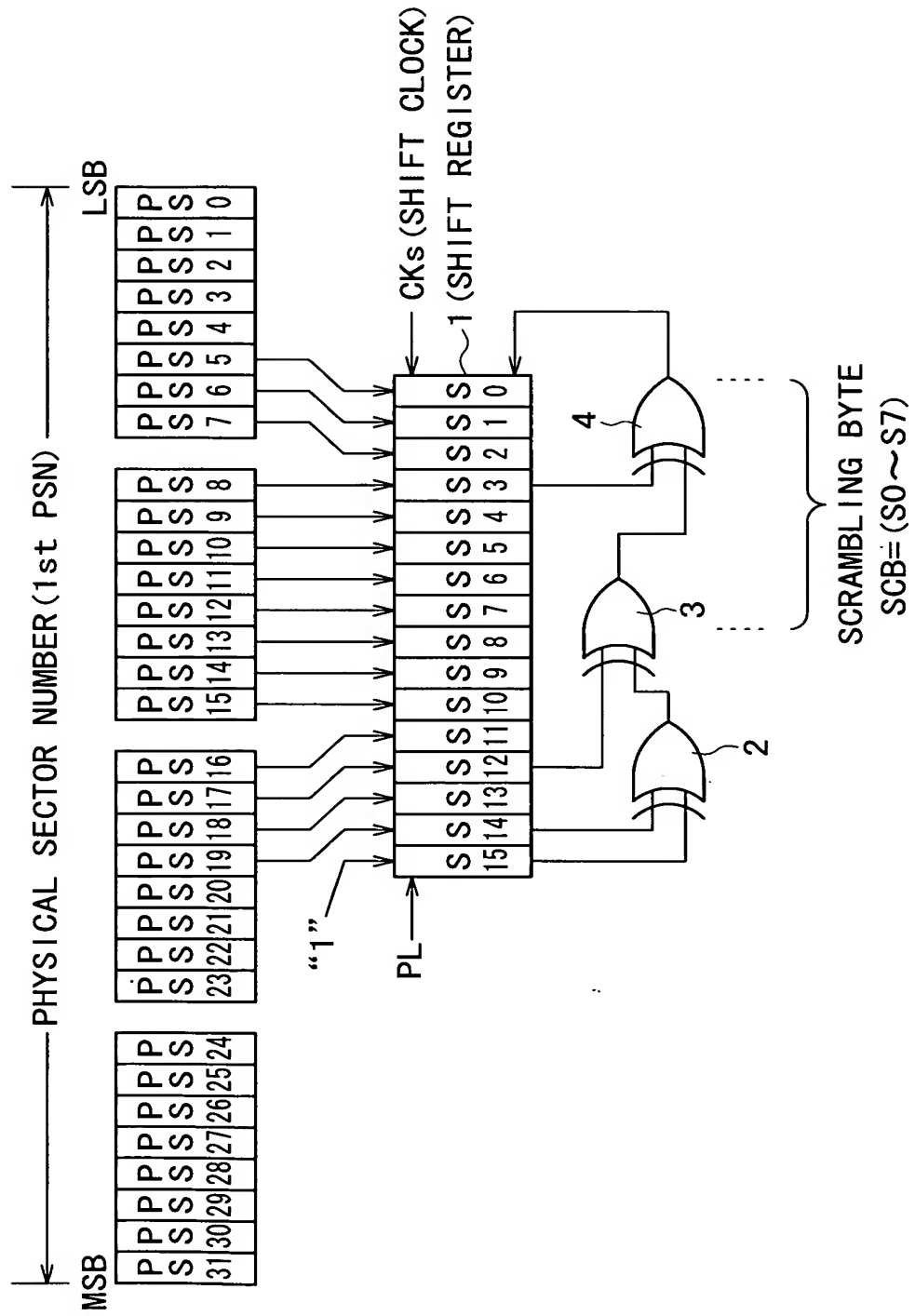


FIG. 1 C

FIG. 1 D

□ : FRAME OF  
MAIN DATA AREA  
■ : FRAME OF  
LINKING AREA

FIG. 2



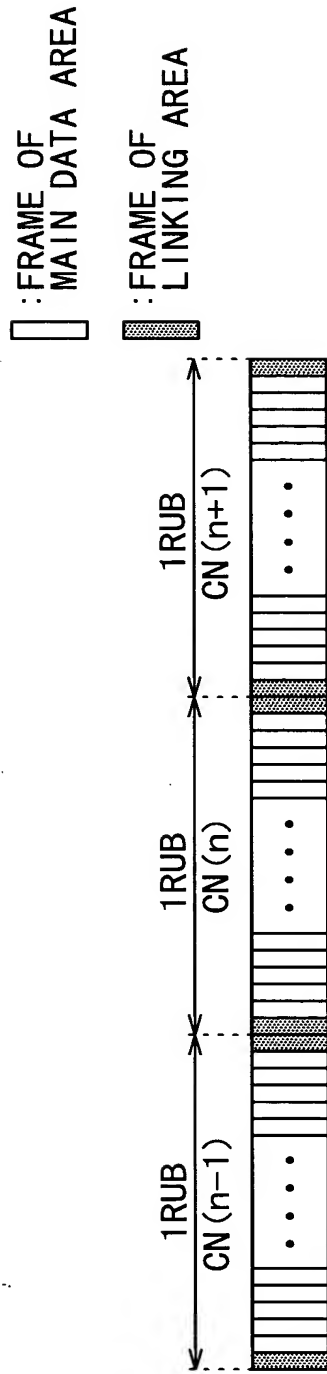


FIG. 3A

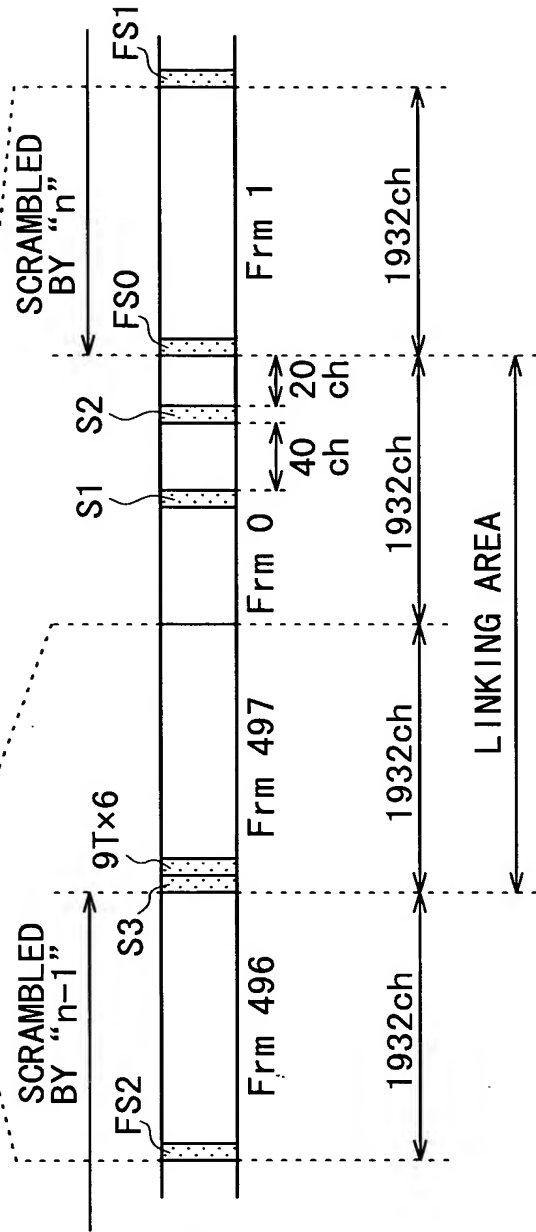


FIG. 3B

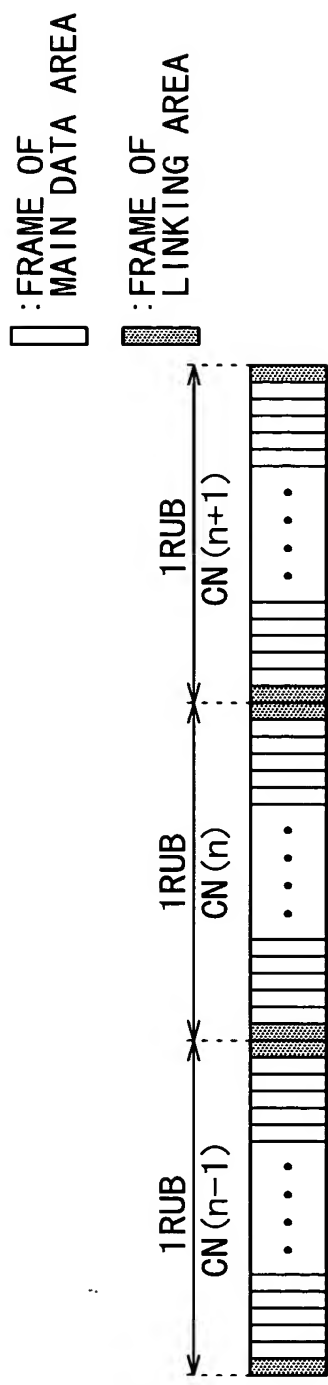


FIG. 4 A

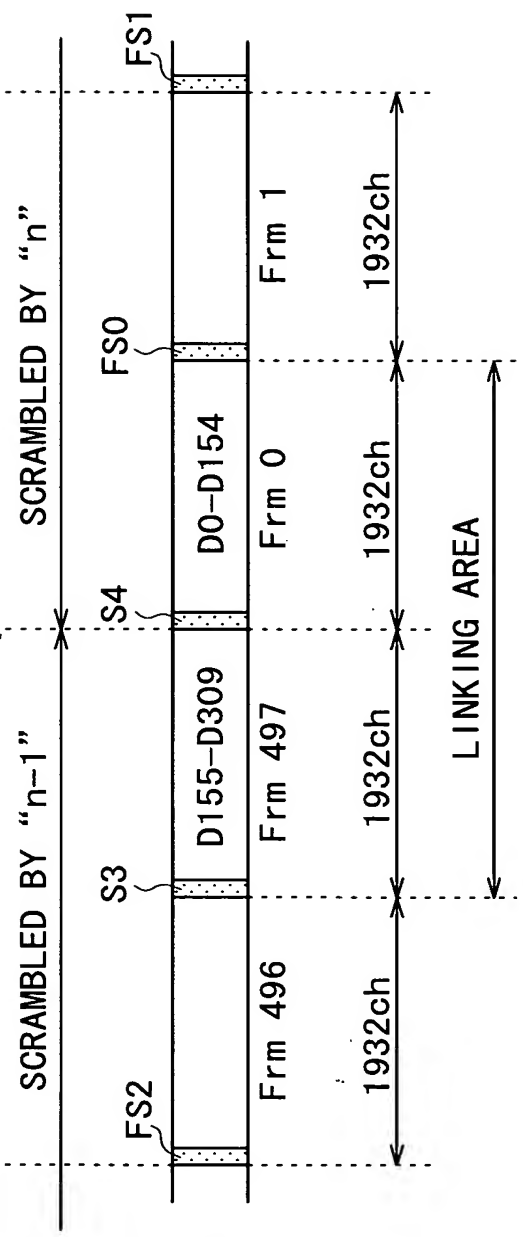


FIG. 4 B

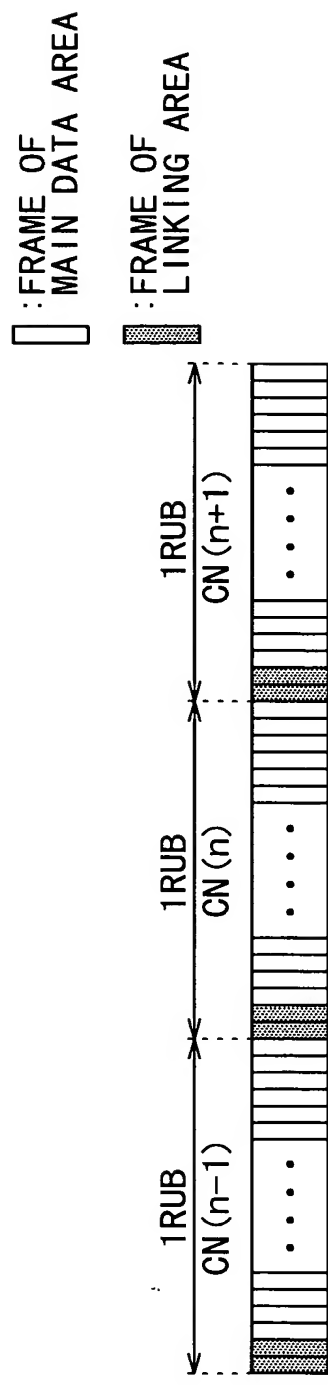


FIG. 5A

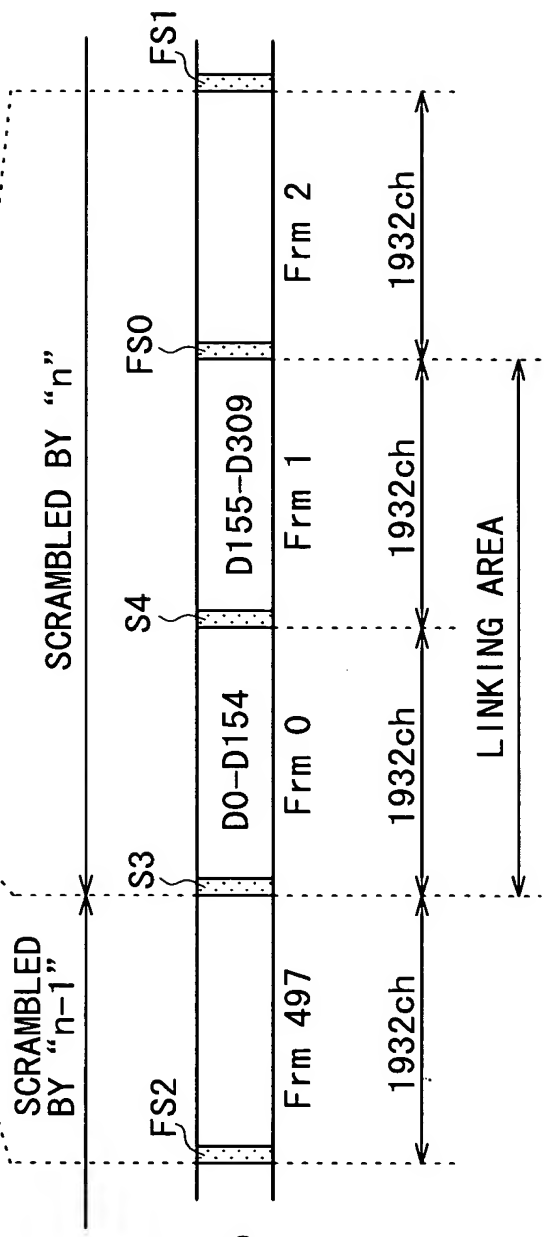


FIG. 5B

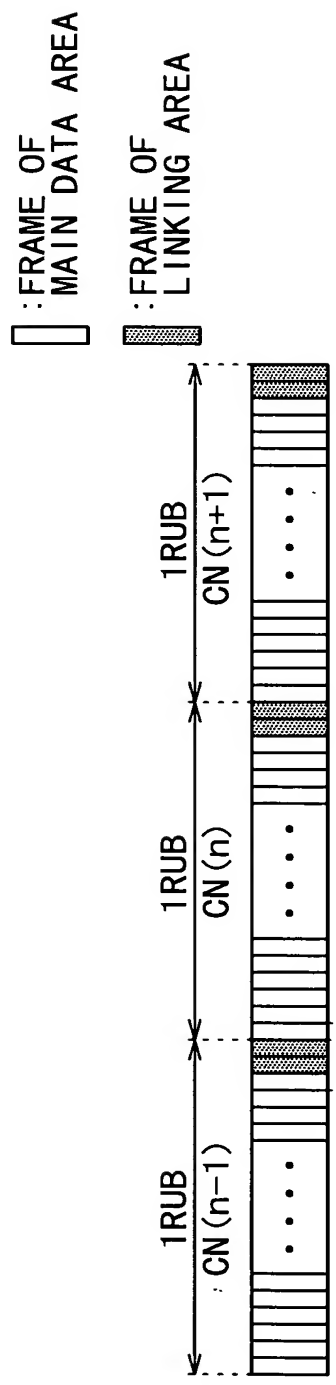


FIG. 6 A

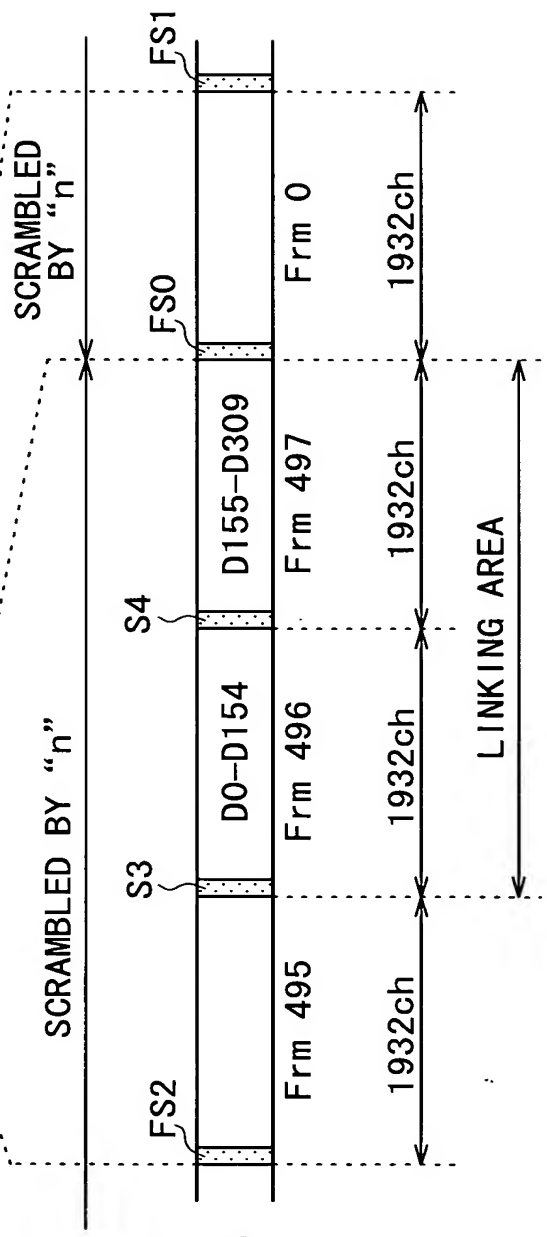


FIG. 6 B

LDC  
RS (248, 216, 33)

FIG. 7A

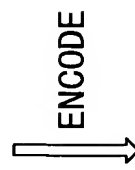
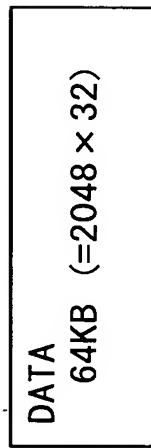
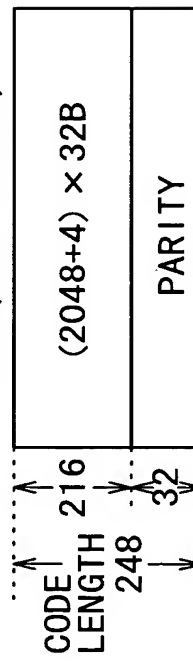


FIG. 7B

304 (CODE WORDS)



BIS  
RS (62, 30, 33)

FIG. 7C

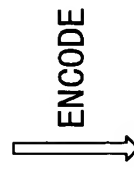
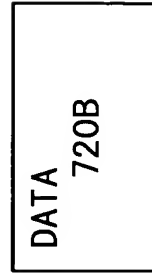
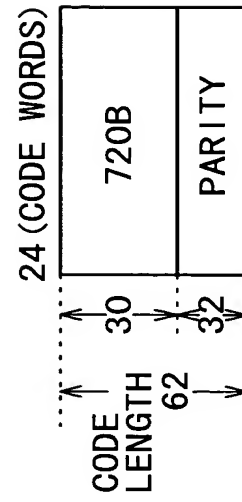


FIG. 7D



F I G . 8

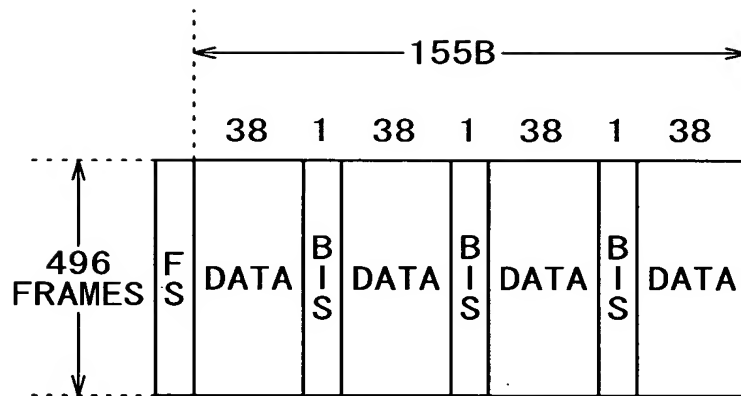
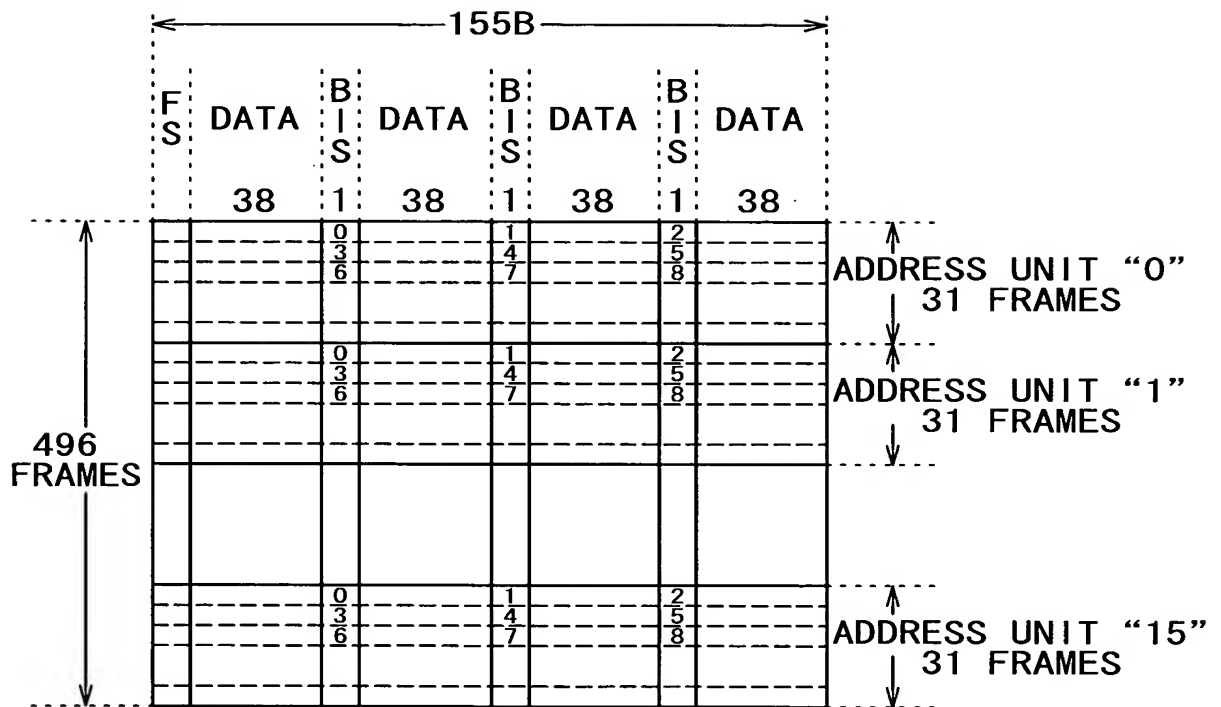




FIG. 9



F I G. 1 0

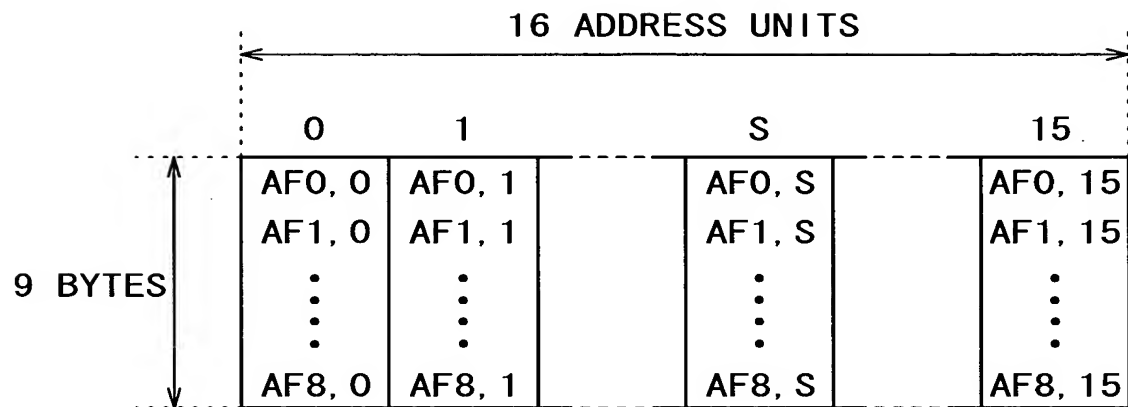


FIG. 11A

SYNC NUMBER	24-BIT SYNC BODY								6-BIT SYNC ID
	9T				9T				
FS0	#01	010	000	000	010	000	000	010	000 001
FS1	#01	010	000	000	010	000	000	010	010 010
FS2	#01	010	000	000	010	000	000	010	101 000
FS3	#01	010	000	000	010	000	000	010	100 001
FS4	#01	010	000	000	010	000	000	010	000 100
FS5	#01	010	000	000	010	000	000	010	001 001
FS6	#01	010	000	000	010	000	000	010	010 000
FS7	#01	010	000	000	010	000	000	010	100 101

FIG. 11B

FRAME NUMBER	FRAME SYNC	FRAME NUMBER	FRAME SYNC
0	FS0		
1	FS1	16	FS5
2	FS2	17	FS3
3	FS3	18	FS2
4	FS3	19	FS2
5	FS1	20	FS5
6	FS4	21	FS6
7	FS1	22	FS5
8	FS5	23	FS1
9	FS5	24	FS1
10	FS4	25	FS6
11	FS3	26	FS2
12	FS4	27	FS6
13	FS6	28	FS4
14	FS6	29	FS4
15	FS3	30	FS2

LINKING S3	FS7
LINKING S4	FS2

FIG. 12

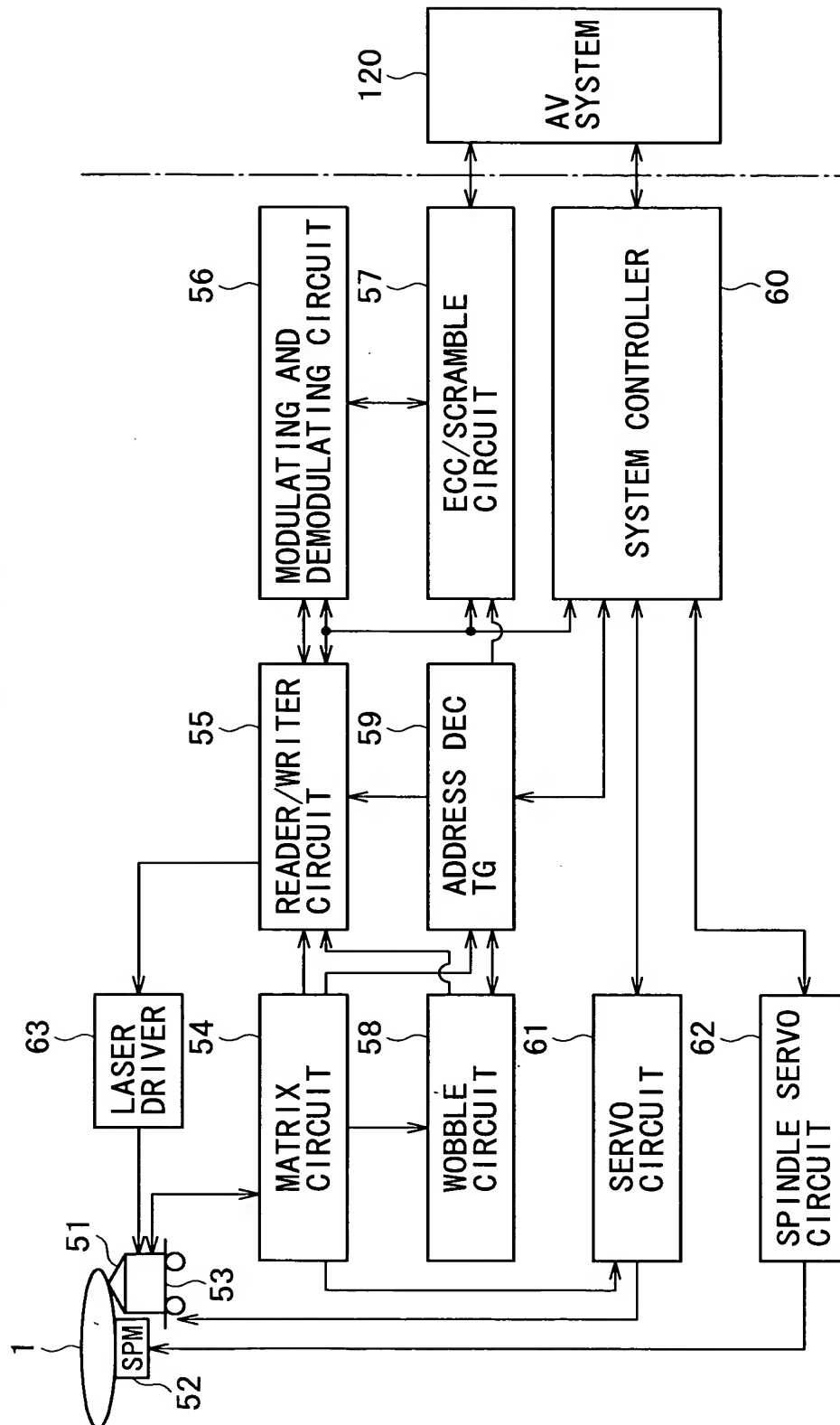


FIG. 13

